

IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A system, comprising:

a 3-D ~~enabled~~ electronic programming guide (EPG) ~~containing~~ including a plurality of virtual worlds, wherein said plurality of virtual worlds is presented to a user for selection, each of the plurality of the virtual worlds presenting a user with a plurality of program viewing options, the program viewing options being alternately redundant in each of said plurality of virtual worlds; and

a presentation engine enabling a user to choose one of the virtual worlds according to a preference and displaying program guide information within the chosen virtual world.

2. (Original) The system of Claim 1 wherein software architecture of the system resides in a set-top box, a television, or a VCR.

3. (Original) The system of Claim 1 wherein the presentation engine has a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information.

4. (Original) The system of Claim 1 wherein a memory in the system contains a plurality of objects, one class of objects providing the plurality of virtual worlds whose end result is a view that a user gets.

5. (Original) The system of Claim 4 wherein another class of objects contains a pseudo-descriptive language describing schedule times, this class of objects having a channel identification or title that can be converted into an actual channel number or program identification.

6. (Original) The system of Claim 5 wherein the class of objects containing the pseudo-descriptive language includes localized aspects.

7. (Original) The system of Claim 4 wherein another class of objects are non-EPG objects including interaction objects used for e-commerce, one or more of the non-EPG objects conflated with one or more virtual worlds.

8. (Currently Amended) The system of Claim 1 wherein ~~there is a dynamic relationship between the 2 content selected by the user and the selection of the~~ a virtual world is automatically selected by the presentation engine based on program content selected by a user.

9. (Currently Amended) The system of Claim [[I]] 1 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

10. A method, comprising:

providing a 3-D ~~enabled~~ electronic programming guide (EPG) comprising a plurality of virtual worlds wherein the plurality of virtual worlds is presented to a user for selection, each of the plurality of the virtual worlds presenting a user with a plurality of program viewing options, the program viewing options being alternately redundant in each of said plurality of virtual worlds; and

providing a presentation engine enabling a user to choose one of the virtual worlds and displaying program guide information within the chosen virtual world.

11. (Original) The method of Claim 10 further comprising the step of providing a plurality of objects in a memory of the EPG.
12. (Original) The method of Claim 11 wherein the memory is stored in a set-top box, a television system, or a VCR..
13. (Original) The method of Claim 11 wherein one class of objects provides the plurality of virtual worlds whose end result is a view that a user gets.
14. (Original) The method of Claim 13 wherein the virtual worlds contain a plurality of other objects, each object linked to an item to display.
15. (Currently Amended) The method of Claim 11 wherein one class of objects ~~contains~~ comprises a pseudo-[[2]] descriptive language describing schedule times, this class of objects

having a channel identification or title that can be converted into an actual channel number or program identification.

16. (Currently Amended) The method of Claim 15 wherein the class of objects ~~containing~~ comprising the pseudo-descriptive language includes localized aspects.

17. (Original) The method of Claim 11 wherein one class of objects are non-EPG objects including interaction objects used for e-commerce, the non-EPG objects conflated with the plurality of virtual worlds.

18. (Currently Amended) The method of Claim 10 further ~~providing for a dynamic relationship between the content selected by the user and the selection of the~~ comprising automatically selecting a virtual world based on user selections of program content.

19. (Original) The method of Claim 10 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

20. (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of [[2]] instructions executable by the machine to perform a method for providing for a 3-D enabled electronic programming guide (EPG), the method comprising:

providing a plurality of objects in a memory of the EPG, one class of objects ~~comprising one or more~~ a plurality of virtual worlds ~~whose end result is a view a user gets for~~ selection;

providing a presentation engine with a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information; and

providing ~~a plurality of~~ and displaying a selected virtual ~~worlds~~ world using the presentation engine,

each of the plurality of the virtual worlds presenting a user with a plurality of program viewing options, the program viewing options being alternately redundant in each of said plurality of virtual worlds.

21. (Original) The machine-readable storage medium of Claim 20 wherein software architecture of the system resides in a set-top box, a television, or a VCR.

22. (Original) The machine-readable storage medium of Claim 20 wherein the presentation engine has a plurality of drivers, one of the drivers enabling the presentation engine to communicate with a television system for replenishing programming information.

23. (Currently Amended) The machine-readable storage medium of Claim 20 wherein another class of objects ~~contains~~ includes a pseudo-descriptive language describing schedule times, this class of objects having a channel identification or title that can be converted into an actual channel number or program identification.

24. (Original) The machine-readable storage medium of Claim 23 wherein the class of objects containing the pseudo-descriptive language includes localized aspects.

25. (Original) The machine-readable storage medium of Claim 20 wherein another class of objects are non-EPG objects including interaction objects used for e-commerce, the non-EPG objects conflated with the plurality of virtual worlds.

26. (Currently Amended) The machine-readable storage medium of Claim 20 wherein ~~there is a dynamic relationship between content selected by the user and the selection of the~~ method further comprises automatically selecting a virtual world based on user selection of program content.

27. (Original) The machine-readable storage medium of Claim 20 wherein one of the virtual worlds is displayed in a matrix of rectangular boxes.

28. (Withdrawn) The machine-readable storage medium of Claim 20 wherein a user of the system chooses a virtual world to display programming information.

29. (Original) The machine-readable storage medium of Claim 20 wherein a programmer chooses a virtual world to display programming information.

30. (Original) The machine-readable storage medium of Claim 20 wherein a programmer and a user choose a virtual world to display programming information.